2014 PROPOSALS

1. If a top team goes over maximum allowed on a position, the team will lose   YES NO
    a replacement player to get back in compliance, charged a transaction,
    and may not play player replaced or find replacement player until the next
    transaction week.

2. Rule addition: YES NO

    2012 Proposals #2

    Rule that was passed:

    Default starting lineups and backups.
    1. Players with the most starts the previous
    2. If starting lineup or backups have not been filled after going through top
    roster, use top scoring players from developmental.
    3. If #1 or #2 results in a tie, use alphabetical order as a tie-breaker. If it is
    the 1st week of the season, use the previous year.

    >> Add: Mark replacement player as an off week replacement if an off week
    player could have been an option to start. If off week replacement isn't
    possible, mark replacement player as an IR replacement to the starter that
    didn't play and put the starter on IR.

SECOND VOTE ON PROPOSALS

	2014 Vote	2013 Vote
1. Change scoring system:	____	YES

A) Option 1 - YES, B) Option 2

Position breakdown of top 20/top 50 scorers in 2012.
Current: QB 11/19, RB 2/7, WR 7/17, K 0/7
Option 1: QB 8/14, RB 5/13, WR 7/17, K 0/6
Option 2: QB 9/16, RB 4/12, WR 7/17 K 0/5

2013 Option 1 (current): QB 6/12, RB 3/12, WR 11/18, K 0/8

TTL Top 20 Scorers- 3992/5079(27.2% over current)/4421(10.7%)
Avg. Team Scores- Current: 55(guess), Option 1: 73, Option 2: 61

2013 Option 1 (current) Avg Team Score- 74.4

	2014 Vote	2013 Vote
2. Rulebook changes:	____	YES

Page 3 - 4. A player can remain on the Developmental Squad for a
maximum of 3 years from their last college season.
>> Change 3 years from their last college season to 3 years of NFL
experience on the player's stat page from ESPN's website.

Page 4 - 2. An NFL player with 2 years or less NFL experience can be added to the Developmental Squad.
>> Change to 2 years to 3.

Page 7 -
  11.1. The IR/suspended player will be reinstated into the starting roster retroactively and that player's points will be used instead of the replacement player's points.
  11.2. If 3 weeks are possible, the 3-week suspension rule will be used.
>> Change 11.1 to 11.2 and 11.2 to 11.1.

Page 7 -
 2.1. Open RealTime Chat 35 minutes before game time to resolve conflicts.
>>Change to 30 minutes.